How Sandia May Reach 1000 TFLOPS

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How To Reach 1000 TFLOPS?

- Time Acceleration
 - Scaling is mathematical based on # CPUs
 - Time is physical based on clock rate
 - If you keep architecture and # CPUs the same but increase the clock rate, the speed goes up, and efficiency stays the same
 - Scaling has to be right

- Has It Been Done Before?
 - Cosmic Cube, 1981
 - 64×50 KFLOPS
 - nCUBE 10, 1988
 - 1024 × 1 MFLOPS
 - nCUBE 2, 1990
 - Paragon, 1995
 - ASCI Red, 1998-
 - 9960 × 230 GFLOPS
 - ASCI Red Storm, 2004-
 - 10368 × 4 GFLOPS
 - Petaflop?





How to Spec the Machine?

- If the Government sector specifies the machine
 - It will be a linear speedup over ASCI Red
 - We will be able to predict performance
 - Project management will cost a bundle

- If industry designs the machine
 - It will have creative improvements designed to improve commercial potential
 - Untested improvements introduce risk
 - We are unlikely to be able to predict performance



Red Storm Scaling to 1000 TFLOPS

- Peak FLOPS 40 T → 1000 T (25x)
- Per node 4 GFLOPS → 100 GFLOPS
- Memory capacity stays about same at 1 byte/FLOPS
- Memory bandwidth 4
 bytes/FLOPS stays the same
- Network bandwidth 4 bytes/FLOPS stays the same
- Latency (local/global)
 2 μs/5 μs → 80 ns/200 ns

Much more Later

- Risk Factor
 - 100 GFLOPS CPU must be a SMP because cores cannot run this fast
 - However, various SMP nodes work OK up to n=8-16 (ASCI White, etc.)

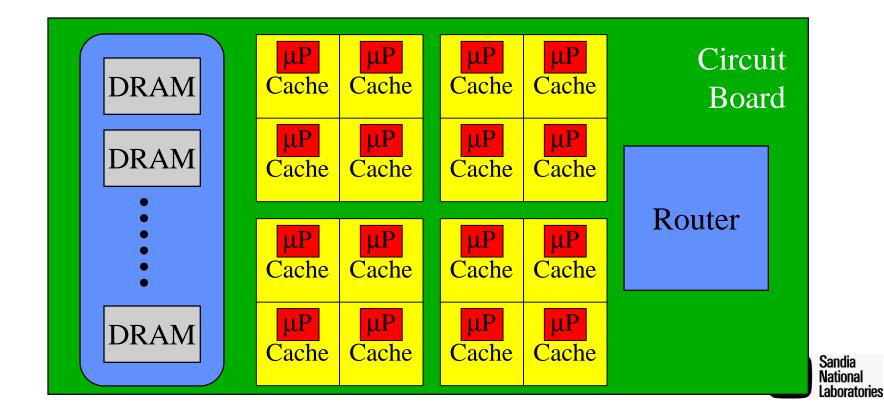
Balance: time to operate on a number ~ time to send number across machine



Ug

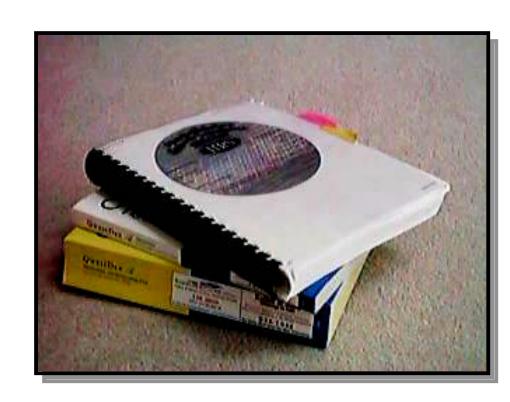
Processors

- Fred Weber (AMD) @ Salishan
 - "2008 144 GFLOP 4P * 4 * 9 GHz"



SIA Semiconductor Roadmap

- Generalization of Moore's Law
 - Projects many parameters
 - Years through 2016
 - Includes justification
 - Panel of experts
 - known to be wrong at times
 - Size between
 Albuquerque white and yellow pages





Projected Interconnect Bandwidth

Table 23a High Frequency Serial Communications Test Requirements—Near-term

Year of Production	2001	2002	2003	2004	2005	2006	2007
DRAM ½ Pitch (nm)	130	115	100	90	80	70	65
MPU / ASIC ½ Pitch (nm)	150	130	107	90	80	70	65
MPU Printed Gate Length (nm)	90	75	65	53	45	40	35
MPU Physical Gate Length (nm)	65	53	45	37	32	28	25
High-performance-level serial transceivers							
Serial data rate (Gbits/s)	10	10	40	40	40	40	40
Maximum reference clock speed (MHz)	667	667	2500	2500	2500	2500	2500
High-integration-level backplane and computes	r I/O						
Serial data rate (Gbits/s) Production	2.5	3.125	3.125	10	10	40	40
s Introduction	3.125	_	10	_	40	_	-
Introduction	3.125	_	<u>10</u>	_	40	_	_
Maximum port count at Production frequencies	20	100	200	100	200	100	200
at Introduction frequencies	-	_	20	_	20	_	_
Maximum reference clock speed (MHz) Production	166	166	166	667	667	2500	2500
Introduction	_	_	667	_	2500		

White-Manufacturable Solutions Exist, and Are Being Optimized Yellow-Manufacturable Solutions are Known Red-Manufacturable Solutions are NOT Known





Pin Count

Table 3a Performance of Packaged Chips: Number of Pads and Pins—Near-term Years

Year of Production	2001	2002	2003	2004	2005	2006	2007
DRAM ½ Pitch (nm)	130	115	100	90	80	70	65
MPU/ASIC ½ Pitch (nm)	150	130	107	90	80	70	65
MPU Printed Gate Length (nm)	90	75	65	53	45	40	35
MPU Physical Gate Length (nm)	65	53	45	37	32	28	25
Number of Chip I/Os (Number of Total Chip P	ads) — Maximu	n	•				
Total pads—MPU	3072	3072	3072	3072	3072	3072	3072
Signal I/O—MPU (1/3 of total pads)	1024	1024	1024	1024	1024	1024	1024
Power and ground pads—MPU (2/3 of total pads)	2048	2048	2048	2048	2048	2048	2048
Total pads—ASIC high-performance	3000	3200	3400	3600	4000	4200	4400
Signal I/O pads—ASIC high-performance	1500	1600	1700	1800	2000	2100	2200
Power and ground pads—ASIC high- performance (½ of total pads)	1500	1600	1700	1800	2000	2100	2200
Number of Total Package Pins—Maximum [l]							
Microprocessor/controller, cost-performance	480-1,200	480-1320	500–1452	500-1600	550-1760	550-1936	600–2140
Microprocessor/controller, high-performance	1200	1320	1452	1,600	1,760	1,936	2,140
ASIC (high-performance)	1700	1870	2057	2263	2489	2738	3012

Notes for Tables 3a and 3b:

[1] Pin counts will be limited for some applications where fine pitch array interconnect is used by PWB technology and system cost.

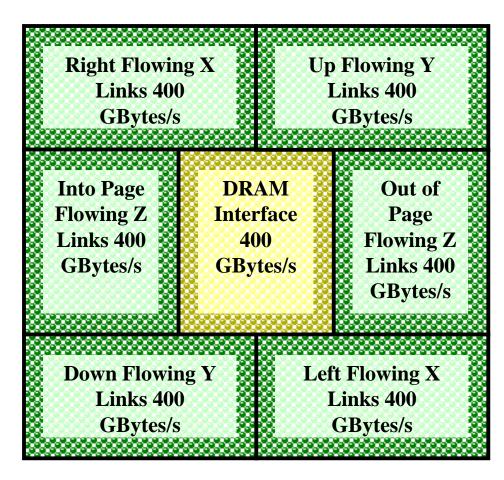
The highest pin count applications will as a result use larger pitches and larger package sizes.

The reference to signal pin ratio will also vary greatly dependent on applications with an expected range from 2:1 to 1:4



Chip Interconnect

- Bandwidth ought to be OK for next generation
 - Processor-Memory
 - Processor-Interconnect
- Remarkably unclear that COTS chips will exploit potential
 - This is a risk factor
- Diagram shows approximate proposed chip interconnect budget
- Bumps represent off-chip connections





Key Issue: Latency

- Of all semiconductor parameters, the speed of light (c) has fallen behind Moore's Law more than all others
 - c has not changed measurably in the last 30 years
 - c is decreasing exponentially with time when measured in distance traveled per clock period

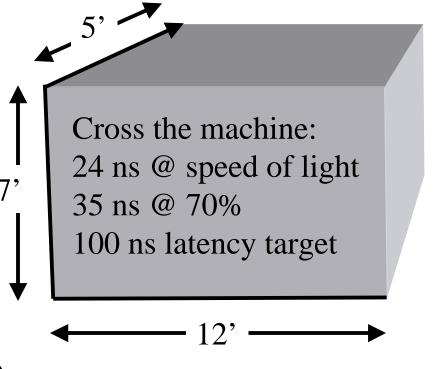


- Options
 - Machine is so large that
 100 ns latency is not possible due to c.
 - Relax constraint
 - Not a good options because application scalability unknown with unbalanced latency
 - Cut size of machine
 - 3D packaging



Cut Size of Machine

- Water Cooling
 - 10,368 nodes (16×27×24)
 - Diagram to right would only be possible with water cooling
 - 100 ns latency
- Air Cooling later
- About 10 ns budget for MPI software stack overhead
 - (Need to talk to Barney)





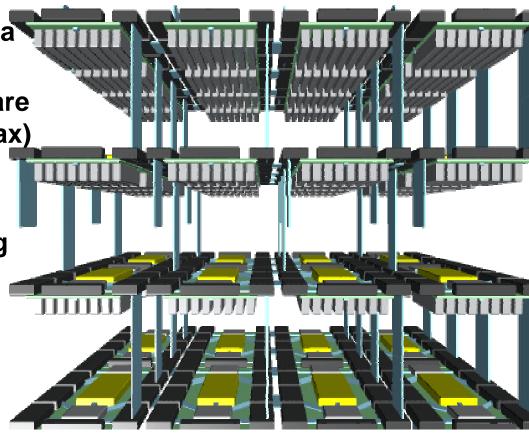
Homogeneous Packaging

Entire supercomputer is a single structure

 All mesh network wires are of constant length (8" max)

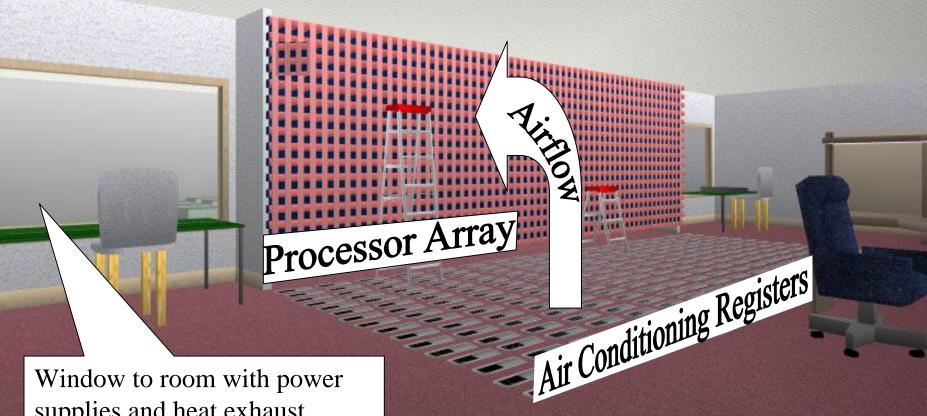
Air flows front to back

General approach will work for liquid cooling as well









Window to room with power supplies and heat exhaust. Window essential because pressure about 2" H₂O lower.



Is A Mesh A Good Topology?

- Mathematicians
 - Delay related to number of "hops" or network diameter
 - Not relevant
- Physicist
 - Delay is distance traveled/c

- Speed of propagation in proposed mesh is c divided by
 - ÷ √3 Cartesian motion
 - × propagation velocity in a transmission line (.7)
 - ÷ curvature of wire (2)
 - + router delay (1 ns/hop)
- Still within a constant factor of optimal!

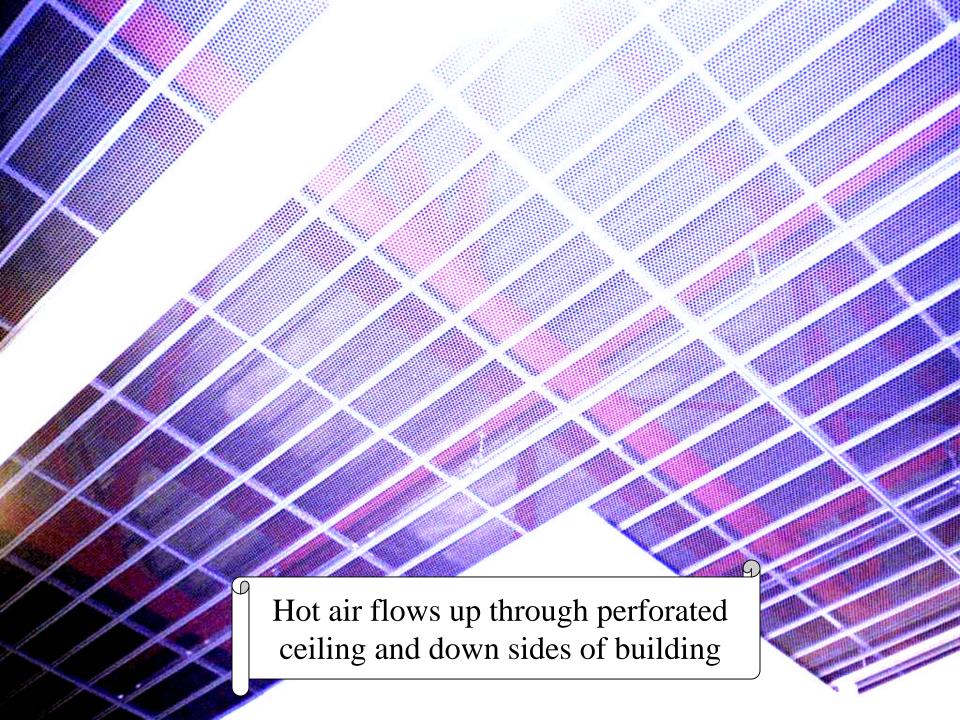


Has Anybody Made a 3d Machine?

- All sorts of university prototypes
- Idea would be more credible if there were a successful example
- Let's see...









Reliability

Red Storm

- Separate RAS network (2500 Unix processors & LAN)
- Central point of information collection and control of entire machine
- Capable of halting running machine, permitting deconfiguration of a faulty node, restart
- Red Storm uptime specs: 50 & 100 MTBF/MTBI
 - If your PC had this MTBF, you'd take it back to Frys



Reliability Forward

Cosmic Rays

These will be a problem in the next generation.
 COTS microprocessors have some tens of thousands of unprotected flip flops.
 This impacts an ASCI size machine on 6 month timeframe

FIT Rate

- Manufacturers can give (under NDA) fit rate for components when used in a commercial environment
- Predicts ~1 hour MTBF
- However, machine rooms are temperature controlled and power is not cycled
- Actual "weeks" MTBF



Conclusions

- A 1000 TFLOPS successor to Red Storm is an engineering challenge
- Risk factors
 - SMP nodes
 - Memory bandwidth
 - Need new network interface
- Will 10 PFLOPS?
 - Scaling, speed of light, memory wall, threads

- COTS vs. Custom
 - Unknown which will "win"
 - Prepare to deal with both
 - Have capability on all key hardware issues
 - HDL
 - FPGA
- Shared address space?
 - 100 ns network makes this possible

